

Advanced
Dungeons & Dragons™
Game Tools

Labyrinth of Madness





HELP
MEEEE
--!

BEHOLD
SORRIL THE
PALADIN,
TRAPPED
IN THE
LABYRINTH OF
MADNESS.

BRRRR!
HIS SCREAMS
MAKE MY
FLESH CRAWL.
WE CAN'T LEAVE
HIM LIKE
THAT.

I HEAR
THERE'S
A LOT OF
GOLD IN
THOSE
CAVERNS,
EH,
DHARVETH?

DON'T
BE SO
EAGER,
BROTHER.
YOU'RE MORE
LIKELY TO
LOSE A LIMB
--OR YOUR
SOUL.

MORE
WEALTH THAN
YOU CAN
IMAGINE,
JEDIN. ONE
GOOD SCORE
AND WE COULD
LIVE LIKE
KINGS.

THOSE WHO DO NOT
FEAR THE UNDER-
GROUND ARE FOOLS.
I'VE BEEN THERE. I
ALONE, OF ALL THE
WIZARDS, MADE IT AS
FAR AS THE
SEVENTEENTH
SIGIL.

KIRTIG, WE
MUST RESCUE
SORRIL, NOT
JUST TO END
HIS MISERY, BUT
TO STOP THE
LABYRINTH'S
SPREADING
INFLUENCE.

AGREED,
I KNOW WHO
DID THIS--
AERTHUN.
HEARD OF
HIM?

LEAD ON,
DHARVETH. AND TRY
NOT TO STEP IN
THE FIRST PUDDING
YOU COME ACROSS.

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BASED ON THE ADVENTURE
"LABYRINTH OF MADNESS"
BY MONTE COOK

AERTHUN--
THAT OVER-
GROWN GARDEN
SNAKE?!
LET'S GO! MY
AX ACHES TO
KISS HIM.

THERE ARE TWENTY SIGILS WHICH MUST BE GATHERED IN THE CORRECT ORDER. EACH OF US MUST ACQUIRE EACH SIGIL OR WE WILL NEVER REACH THE GRAND CHAMBER.

WHAT GRAND CHAMBER?

THE MOST VILE PLACE IN EXISTENCE! IMAGINE THE STENCH OF ROTTING...

THAT'S ENOUGH. LET DHARVETH FIND OUT FOR HIMSELF.

DO YOU REALIZE HOW MUCH WEALTH LIES BENEATH OUR FEET?

DON'T BE RASH, QUICKHAND. THIS PLACE IS THICK WITH EVIL.

WHEN WE REACH YON BALCONY, LET ME MAKE THE INITIAL DESCENT. THE SNAKES AT THE BOTTOM OF THE PIT ARE CARVINGS. THEY CANNOT HARM YOU. BUT THERE ARE OTHER DANGERS IN THE OUTER CHAMBER.

KIRTIG'S UP TO HIS OLD TRICKS-- WANTS TO GRAB THE GLORY, BE THE FIRST ON THE SCENE, AND TAKE THE TREASURE FOR HIMSELF. NOT THIS TIME, PAL!

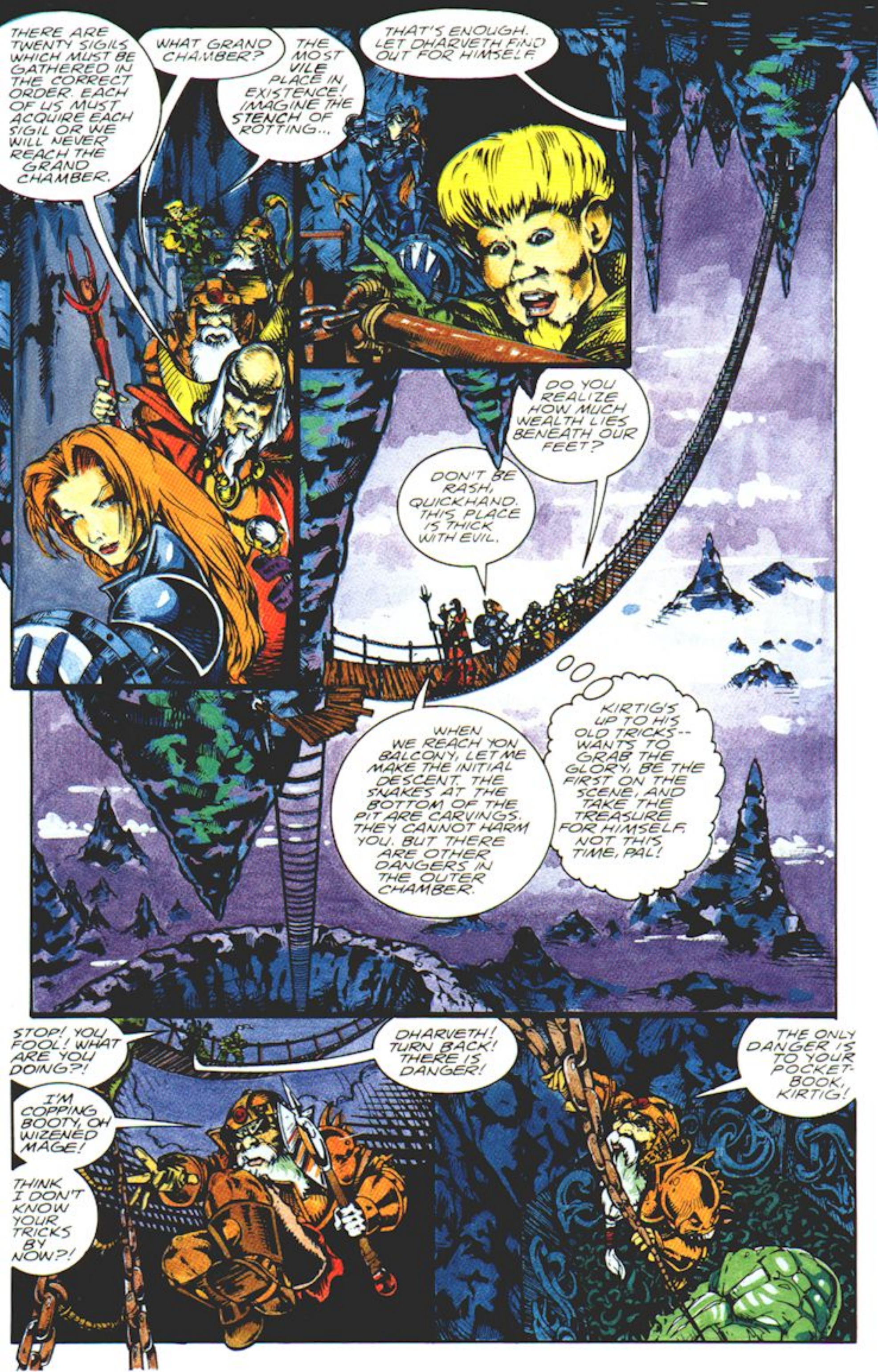
STOP! YOU FOOL! WHAT ARE YOU DOING?!

I'M COPPING BOOTY, OH WIZENED MAGE!

THINK I DON'T KNOW YOUR TRICKS BY NOW?!

DHARVETH! TURN BACK! THERE IS DANGER!

THE ONLY DANGER IS TO YOUR POCKET-BOOK, KIRTIG!



IS THIS A TRAP,
OR AM I A FOOL?
I'VE BEEN AROUND--
I'VE STUDIED THE
LABYRINTH FROM
ANCIENT SCROLLS.

I KNOW
ABOUT THE
SECRET
PASSAGES!

DHARVETH!
STOP! DON'T
TOUCH IT!

SORRY,
WIZARD!
I CLAIM THIS
TREASURE FOR
THE DWARVES!

ARRGH!

STAND! DHARVETH
GOOFED-- BIG TIME!
THIS IS **NOT** THE
WAY TO THE
LABYRINTH!

I'M GOING
AFTER HIM!
DHARVETH IS
TOO TOUGH
FOR A MERE
FALL.

STAY.
HE'LL
COME
TO US.

SCRACK







EACH OF YOU PUT YOUR HAND ON THE PERSON BEFORE YOU AND FOLLOW ME. THERE'S A STAIR HERE.

THE FIRST SIGIL LIES BENEATH OUR FEET. I THINK, JEDIN, THIS CALLS FOR YOUR DELICATE TOUCH.

SAY WHAT? I SAW WHAT HAPPENED TO DHARVETH.

I TRIED TO STOP HIM, BUT HE WOULDN'T LISTEN. I TELL YOU THERE IS NO DANGER, BUT WE NEED YOUR DEXTERITY.



CLIMB TO THE BACK OF THE STATUE'S HEAD. THERE WILL BE TWO STUDS CONCEALED IN THE HAIR.

DON'T BE FOOLED BY THE RIGHT ARM WHEN YOU PUSH THE FIRST STUD. ONCE THE ARM MOVES, LOOK FOR THE SECOND STUD ON THE LEFT.

ONLY YUAN-TI WOULD CONCEIVE SUCH A DISMAL MONUMENT.

JEDIN, YOU DON'T KNOW WHAT DISMAL IS.

WAIT UNTIL WE REACH THE LOWER CHAMBERS.



THERE IT IS.

SPRRR

CAREFULLY CRAWL OUT THE ARM AND TOUCH THE SIGIL. THEN COME DOWN AND LET THE REST FOLLOW. EACH OF US MUST GATHER EVERY SIGIL IN ORDER TO REACH THE INNER CIRCLE.





CRYSTAL BRINGS A FORTUNE IN BARARUT!

YUAN-TI!

CHUNK

WATCH FOR THE TAIL!

FLAME-STRIKE!

AIEEE EEEE!

NICELY DONE, CLERIC. POOR JEDIN'S SHIRT BURNED RIGHT OFF HIS BACK.

POOR JEDIN SHOULD LOOK BEFORE HE LEAPS.

POOR JEDIN WOULD LIKE TO RETURN TO THE SURFACE NOW. THIS ISN'T AS MUCH FUN AS I THOUGHT.

IT'S BEEN RELATIVELY EASY TO THIS POINT, BUT BELOW LIE CREATURES OF UNIMAGINABLE HORROR. BLACK PUDDINGS WHOSE TOUCH DISSOLVES METAL. UMBER HULKS OF GREAT STRENGTH. ZORNS, BASILISKS, AND THE GIANT ETTIN. MANTICORES, MEDUSAS, AND GOLEMS.

SHARDEUS, YOU IN PARTICULAR, WITH YOUR ABILITY TO DETECT EVIL INTENT, WILL BE MOST HELPFUL.

YOU CAN COUNT ON ME, KIRTIG.

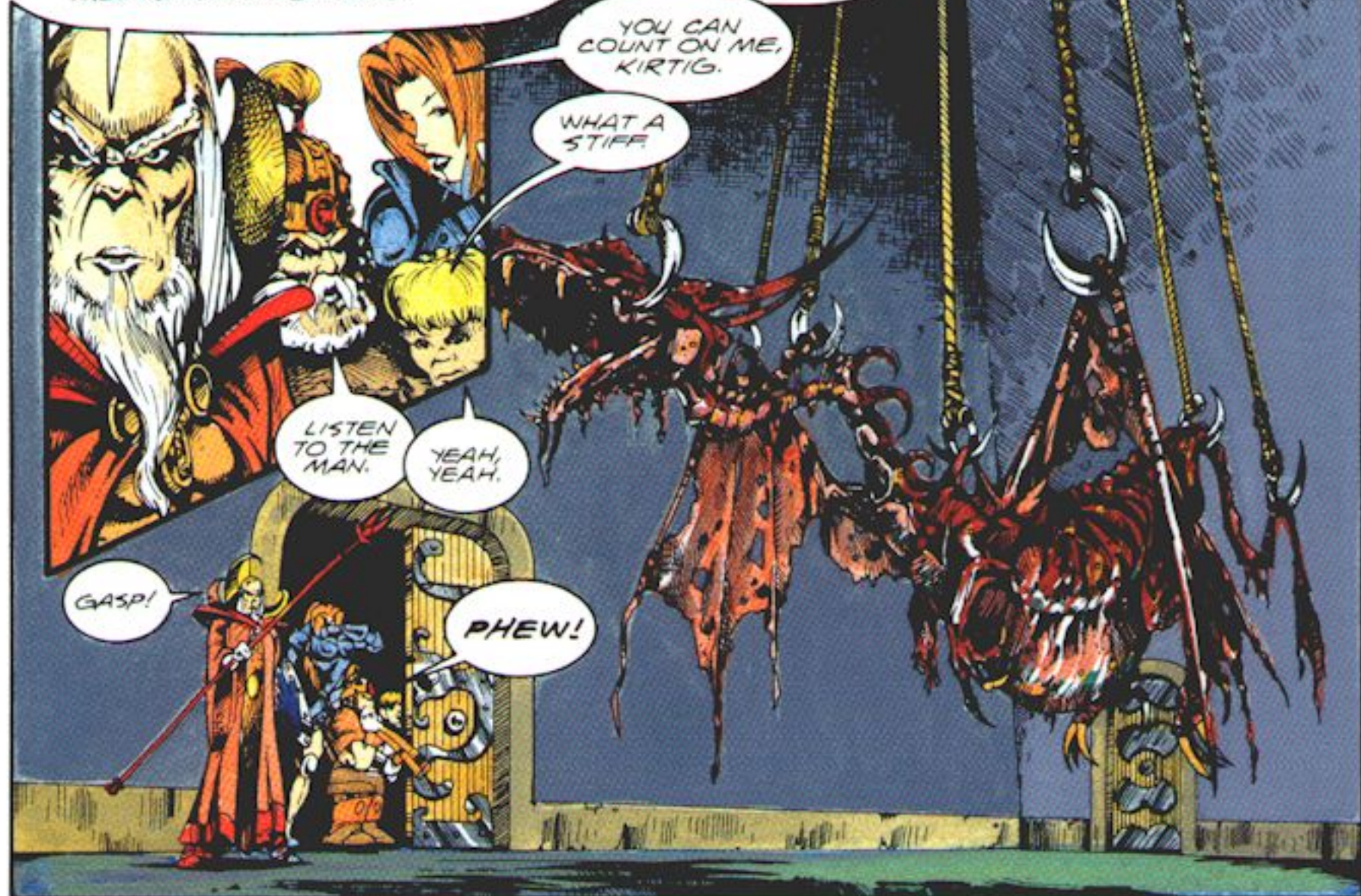
WHAT A STIFF.

LISTEN TO THE MAN.

YEAH, YEAH.

GASP!

PHEW!

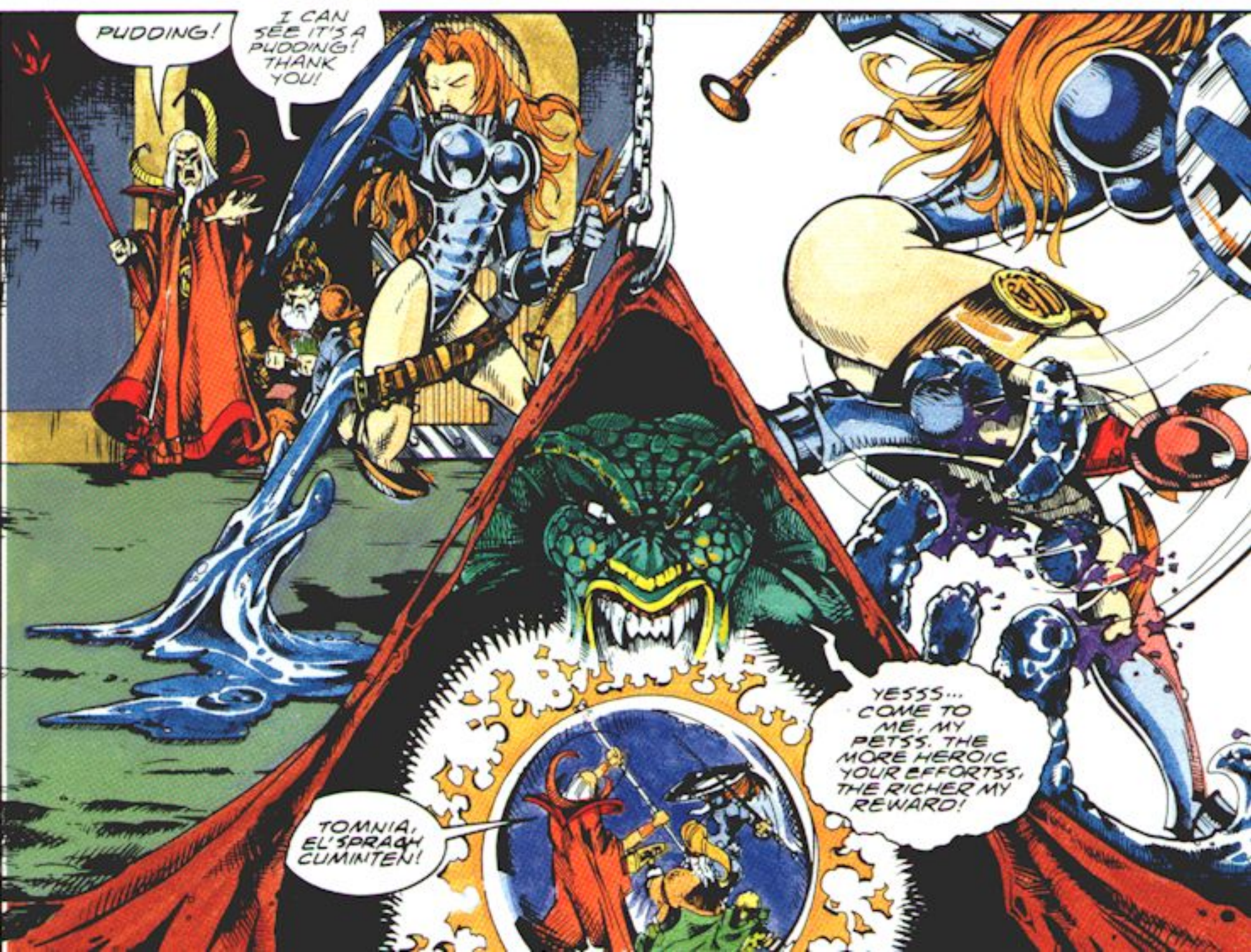


PUDDING!

I CAN SEE IT'S A PUDDING! THANK YOU!

TOMNIA, EL'SPRAGH CUMINTEN!

YESSS... COME TO ME, MY PETSS. THE MORE HEROIC YOUR EFFORTSS, THE RICHER MY REWARD!



BRAVE WIZARD, CLERIC,
AND KNIGHT-- TOO BUSY
FOR A FIGHT! WHEN
THEY GOT DOWN TO
EATING, THEY
SETTLED ON
PUDDING AND
DECIDED TO
COOK IT UP
RIGHT!

BEHIND
YOU,
WRETCH!

SCRITCH

OH,
SHRECK! IT'S
INFESTED!

STINKING
WIGHTS!
BELAZACH!

LET'S
NOT
TARRY.
THEY'LL
FIND US
WHEREVER
WE ARE.

THE THIRD
SIGIL LIES...
IT LIES...

WHAT'S WRONG? IT'S
THIS EVIL PLACE, ISN'T
IT?

AYE...IT
RENDER'S
MEMORY
A FOG OF
CONFUSION...

IT CAN'T BE
THE STATUE, TOO
OBVIOUS, THE
MIRRORS, I THINK.
AERTHUN WOULD
COUNT ON OUR
SUPERSTITION,
YET THE
SIGIL MUST BE
AVAILABLE.

AREN'T
YOU AFRAID
OF BAD LUCK,
CLERIC?

THERE'S A
DIFFERENCE
BETWEEN
SUPERSTITION
AND MAGIC,
THIEF... JUST AS
THERE'S A
DIFFERENCE
BETWEEN
IGNORANCE
AND
KNOWLEDGE.

WASH



FIVE WIGHTS, TWO PUDDINGS,
A MANTICORE, THREE
TROLLS, A SKELETON WAR-
RIOR, AND TWELVE SIGILS
LATER.

BY THE GODS, CAN
WE GO BACK NOW?

WHAT'S THE
MATTER, KID?
TOO MUCH
BOOTY?
HA HA HA!

LEAVE THE LAD ALONE,
DWELHACH. HE'S DOING
WELL, CONSIDERING THIS
IS HIS FIRST JOURNEY
TO THE UNDERWORLD.

TAKE
HEART, JEDIN.
FIVE MORE
SIGILS TO
SAVE SORRIL
AND BECOME
LEGEND.

I CAN'T TAKE
ANY MORE, I
TELL YOU! I NEVER
DREAMED IT WOULD BE
THIS HORRIBLE! THE
VERY STONE REEKS OF
DEATH! WE'RE NEVER
FREE FROM THE SMELL
OF CARRION.

THINK,
JEDIN...

...FIVE SIGILS FROM BE-
COMING THE GREATEST
THIEF OF ALL! IF WE SUR-
VIVE, THERE'S JUST
NOTHING YOU
CAN'T DO!

I WILL
NOT
SURVIVE
THESE
CATACOMBS!

CURL UP AND DIE,
THEN! AERTHUN WILL
TURN YOU INTO A
ZOMBIE AND WHAT OF
IT? YOU'RE HALF-
ZOMBIE ALREADY.

THROUGH
THE POOL,
I'LL GO
FIRST AND
PULL THE
LEVER.

IS IT TRUE
WIZARDS LIKE
WATER?

WATER IS
OUR MOST
VERSATILE
MEDIUM.

REMEMBER--
EACH OF YOU
MUST TOUCH
THE PLACE
I TOUCH AND
SAY THE WORD
"VYTHOLUS."





A HIDDEN POOL!

ONCE MORE INTO THE BATH!

THIS LAD CAN'T TAKE TOO MANY BATHS.



GASP!

YES, IT IS BEAUTIFUL IN A ROTTEN WAY...



...IT BOTH GLITTERS AND STINGS, LIKE THE GREEN WASP. HEAD FOR THE RIM WE'LL AVOID TRAPS BY THROWING A LINE TO THE ZIGGURAT.

BEWARE OF YUAN-TI AND TROLLS. THIS IS AERTHUN'S HOME.



HAA IEEEE!

KILL! KILL! KILL!

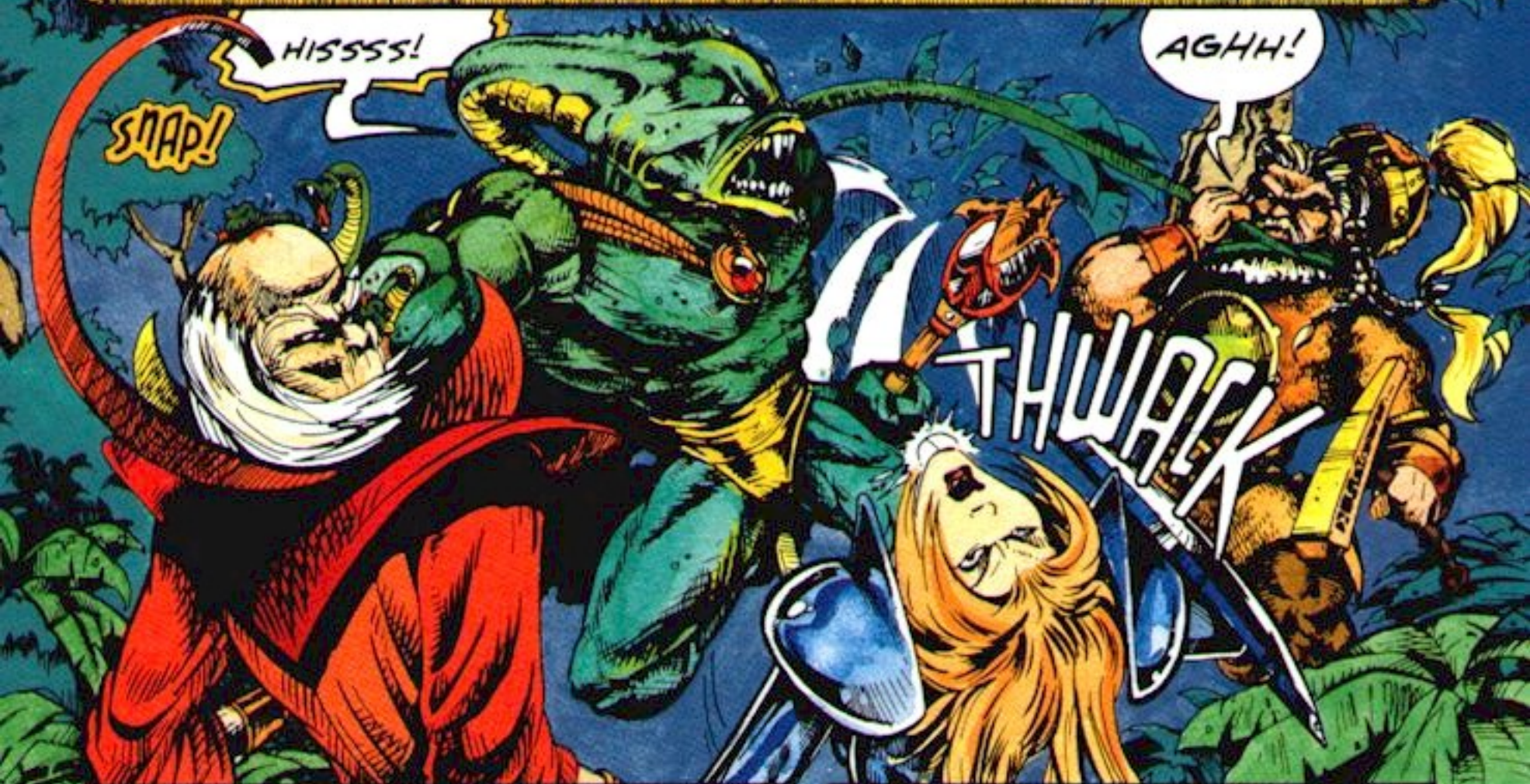


AIEEEEE!



AR-CH! RYENXUAST!

KIRTIG IS EVEN GREATER THAN I THOUGHT! BUT HOW LONG CAN HE STAY THIS STRONG?





THERE.

STAND
BACK. THIS
IS DWARF'S
WORK.

HEY!

THAT'S IT.
CAREFULLY
LIFT IT UP.
THE SIGIL
WILL BE ON
ONE SIDE.

LISTEN!
IT LOOKS LIKE
SOMETHING
HUGE LIVES BACK
THERE! THERE'S
A BED MADE
OF BONES AND
SOME HALF-EATEN
ANIMALS.

AERTHUN.
HE MUST BE IN
THE GRAND
CHAMBER.

WE'VE GOT TO
GET OUT OF
HERE.

SOON AS
THE BOY GETS
THE SIGIL.

SSSOFT
SSSIMPLETONSSS
...LIKE RATSS
IN A TRAP...

CAN WE GO
BACK NOW?
HUH?

COUNT YOUR
SIGILS, BOY. DO
YOU HAVE
TWENTY-TWO?

I HAVE
ENOUGH!

SILENCE.
WE ARE NOT
YET DONE.

AT LAST!
TREASURE!

HOLD, YOU
FOOL! SEE THOSE
INSECTS CARVED IN
THE WOOD? ARE YOU
SO EAGER TO LOOK
LIKE A SWOLLEN
MELON?

MIND IF
I USE YOUR
HAMMER,
DWELHACH,
OLD
BUDDY?

STOP!

A BRAVE
LITTLE THIEF
INTO HELL HE
DID STEAL,
SMASHED A
GOLD CHEST
AND TOOK
HIS FILL!

DON'T EVER
TOUCH MY WAR-
HAMMER AGAIN,
PUNK, OR I'LL
BURN YOU WHERE
YOU STAND!

JEDIN,
YOU FOOL.
PURGE
THESE
INFIDELS!

AND I'LL TAKE
TEN PER CENT
IN MEMORY OF
MY BROTHER.

YOUR
BROTHER
WILL GET HIS
SHARE.



ELANG

HISSESSST!

WE ARE BACK
IN THE GRAND
CHAMBER.

I LIKE
THIS NOT.
WHY TEMPT
FATE?

THAT
RANK
SMELL...

BY THE
BRIGHT
BARRIER...
THERE
HE IS!

STAND
FAST!

BE GONE,
MONSTER!

IN THE
NAME OF
AZRAECH,
BELIAL, AND
SCATOOLS...

HE'S
GONE!

THROUGH
NO EFFORT
OF MINE, HE'S
PLAYING
WITH US.





WHY DIDN'T HE KILL US ALL WHEN HE HAD THE CHANCE?

HE'S TOYING WITH US. HE KNOWS WE CAN'T LEAVE UNTIL WE'VE RESCUED SORRIL.

HE'LL BE BACK.

OUCH!

STAND STILL.

LET'S GET ON WITH IT.



LET ME TRY. I'M GOOD AT OPENING THINGS.

THE EIGHTEENTH SIGIL RESIDES WITHIN THIS CUBE. THERE MUST BE A WAY TO SPLIT IT.

WELL DONE, KID. ONLY TWO LEFT.



NEARBY, AERTHUN'S QUASIT SERVANT XXILGH CARRIES THE ROD OF RESURRECTION.

USE YOUR RING, XXILGH. DON'T WAIT FOR DOORS OR TUNNELS TO CLEAR.



THE NINETEENTH SIGIL LIES WITHIN A GEM IN THE MAGIC POOL. IN ORDER TO GET IT, YOU MUST HOLD YOUR BREATH THROUGHOUT.

SURGE! I HATE WATER!

THAT'S OBVIOUS.

GO AHEAD,
DWELHACH.

I WISH I
HAD THE
DWARF'S
ABILITY TO
HOLD MY
BREATH.

DWELHACH TOUCHES THE GEM AND IS
INSTANTLY TRANSPORTED INSIDE...

IF
WIZARDS
FORBID!
IF HE
DOESN'T
RETURN, I
GET THE
HAMMER.

...TO BEHOLD
A NIGHTMARE.

DHARVETH!

HE'S BEEN
TURNED INTO
A ZOMBIE!

SOMETHING'S
WRONG--THE
GEM IS
GYRATING.

GASP!

I
HAVE
IT!

SHARDEUS,
YOU'RE
FLEETEST.
TAKE THE
LEAD.

THE NEXT CHALLENGE INVOLVES
A DESCENDING SERIES OF
FLOATING ROCKS. ONE MISSTEP
LEADS TO A HORRIBLE DEATH.

WE HAVE
NINETEEN
SIGILS...
CAN'T WE
GO HOME
NOW?

THE LITTLE
THIEF HAS HIS
TREASURE, AND
NOW HE WANTS
TO GO HOME.

WATCH
YOUR
STEP,
JEDIN.

THERE
IS HEAT
...AND
EVIL...

FORM A
LINE BEHIND
ME WHILE I
DISSOLVE THE
WALL OF
FORCE.

IT'S THE
LIFEBANE.
IT'S GETTING
STRONGER.

AT THE TOUCH OF THE
WIZARD'S STAFF, THE
FORCE DISSIPATES,
REVEALING A ROOM
WITH A CRYSTALLINE,
MIRROR-LIKE WALL.

YOU KNOW
WHAT MUST
BE DONE,
DWELHACH?

AYE, I'VE
STUDIED THE
FREEING OF
SPIRITS.

WE
MUST FREE
THEM ALL,
EVERY
ONE.

SHARDEUS,
YOU AND
THE THIEF
STAND GUARD.
THIS IS
WIZARD'S
WORK.

FREE
...AT
LAST!

SO LONG...
SO LONG HAVE
WE BEEN
TRAPPED...

UNGH!

AS SHARDEUS AND
JEDIN WATCH IN
HORROR, KERTIG AND
DWELHACH SUSTAIN
A SERIES OF JOLTS
AS THE SPIRITS
ENTER THEM.

CH'ARIM
NOKR PRIATH'N
--GET THEE TO
THY FINAL REST!
SEND FORTH
SORRIL!

LOOK!
THE
FINAL
SIGIL!

HOLD, JEDIN,
OUR WORK
HERE ISN'T
FINISHED.

HOW QUICKLY YOU FORGET OUR PURPOSE, THIEF.

BY THE GODS, HE DWELLS IN THE WALL OF BROKEN SPIRITS! HOW LONG, SORRIL? GRAZ'DACH SEESH MAHARINAUK!

THANKS, NOBLE FRIENDS. THAT CRYSTALLINE HELL IS NOT MEANT FOR THE LIVING. GO NOW. YOU'VE DONE ENOUGH.

WON'T YOU RETURN TO THE SURFACE WITH US?

HIS LOATHSOME PRESENCE IS NEVER OUT OF MY MIND!

CRUHH

CURSE AERTHUN AND HIS LIFEBANE!

MY FIGHT IS HERE. IT'S ENOUGH TO BE FREE OF THE WALL. I URGE YOU TO FLEE, AS MY KEEPER IS ALMOST UPON US.

SORRIL, TAKE THE SCEPTER, END THE POWER HE HAS OVER YOU.

YOU'RE BETTER LOOKING IN PERSON!

A-A-A-AAAA!



SSSSS
SS!

YOU ARE
NOT SO
BRAVE
WHEN YOU
FACE AN
EQUAL!

THE FIGHT
IS FAIR.
QUICKLY, MY
FRIENDS! OUR
WORK HERE
IS DONE!

WE
CAN'T
JUST
LEAVE
HIM!

WE MUST,
IF WE WOULD
SAVE THE
THIEF!

AS I OPEN
THE GATE,
LEAP TO
SAFETY!
GRZAD'
MNLOP!

JEDIN...

PINK



I DON'T
KNOW IF I
CAN REVIVE
HIM WITH
AERTHUN'S
POISON
IN HIS
BLOOD.



I CAN SLOW THE
SPREAD OF POISON.
IF YOU'LL HELP ME
REANIMATE HIM,
HE'LL GIVE YOU
SOME OF HIS
GOLD.

WHAT
GOLD?

RIGHT
HERE.

I HAVE
NO NEED
FOR GOLD.



PERHAPS
JEDIN WILL
COMPOSE
A SONG
IN YOUR
HONOR.

ARGHHH...

THE
END